STARGATE SG·1™

ROLEPLAYING GAME

based on Stargate SG-1

Lanni

When the Kelownans found the Stargate, Lanni was there to do the hard work. She'd spent years researching strange symbols at the temple. She didn't care that she wasn't one of the leading archeologists, that she'd only be remembered in passing for her contributions. She just loved the study of the ancient structure. There was so much to learn from cultures that lived thousands of years ago, even when her country was on the brink of another war.

Ever dedicated, she couldn't be torn from the Stargate, not even when the bombs grew ever closer. Lanni began to realize that there was more for her to learn than could be found on Langara. That there were countless civilizations with unique wonders to show her. She left her world behind as the temple's pillars shook.

As she wandered a new world she met the primitive people and heard legends of Stargate Command, and upon finally meeting them, she knew she would join. Imagine the worlds... the cultures. There were endless possibilities and she leapt eagerly to join their newest venture, the Phoenix Site.

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Character Name	Player Name	Campaign
Lanni		

Race	Origins	Class	Level	HD
Human (Kelownan)	**Scholar / Oceanic**	**Scientist**	**1**	**D8**

Strength 11 (+0)

Dexterity 12 (+1)

Constitution 10 (+0)

Intelligence 17 (+3)

Wisdom 15 (+2)

Charisma 8 (-1)

Skills

- ☐ +1 Acrobatics (dex)
- ☐ +2 Animal Handling (wis)
- ■ +2 Athletics (str)
- ■ +4 Culture (wis)
- ☐ -1 Deception (cha)
- ☐ +3 Engineering (int)
- ■ +4 Insight (wis)
- ☐ -1 Intimidation (cha)
- ■ +5 Investigation (int)
- ☐ +2 Medicine (wis)
- ■ +5 Nature (int)
- ☐ +2 Perception (wis)
- ☐ -1 Performance (cha)
- ■ +1 Persuasion (cha)
- ☐ +1 Pilot (dex)
- ■ +5 Science (int)
- ☐ +1 Slight of Hand (dex)
- ☐ +1 Stealth (dex)
- ☐ +2 Survival (wis)

Hit Pts	Determin.
18	4

Prof.	Init.	Moxie
+2	+2	+3

Armor Class	Speed
17	6m

Tactical Vest Bulk: 8 + Str

Death Saves

Successes ○ ○ ○

Failures ○ ○ ○

Saves

- ☐ +0 Strength
- ☐ +1 Dexterity
- ☐ +0 Constitution
- ■ +5 Intelligence
- ■ +4 Wisdom
- ☐ -1 Charisma

Base Kit Equipment

- Tactical Vest
- 3 Uniforms
- Tactical Radio
- Flashlight
- Water Purifier
- Filtration Mask
- Multi-tool
- MREs
- Personal First Aid Kit
- Climate Clothing
- Combat Tent

Attack Name	To Hit/Dmg	Range(m)	Cap/Reload	Special
Sidearm (Beretta M9, 2 mags)	+3 / 1d8+1	50 / 100	15 / 1	Pistol
Combat Knife	+3 / 1d6+1	melee	n/a	Finesse / TL 2
C4	special / 1d10	special	3 uses	+1d10 per use

ADDITIONAL EQUIPMENT

Research Kit: Containing all the necessary tools for field research (such as vials, beakers, a burner, portable microscope, etc.), these kits are invaluable to the scientist's mission. Each Research kit must be designed for one chosen scientific field. The kit provides the user with advantage on Science checks with the chosen field.

C4: This malleable explosive clay can be used to breach defenses, set up traps, or create improvised weaponry. Each explosive use contains a detonator that can be triggered as an action via tactical radio or other radio frequency generator, or set to explode after a certain amount of time has elapsed (maximum 72-hours). Each use of C4 deals 1d10 damage to everything within 1m when detonated. Up to 20 uses of C4 can be applied to any single detonation. Each additional use after the first increases the explosion's damage by 1d10 and the radius by 1m. (see page 70).

1ST LEVEL SCIENTIST

RACIAL ABILITIES

Recovery

When you recover HP due to a short rest, you regain an additional +TD HP.

Galactic Seeds

Humans are so common in the galaxy, they gain advantage on all Persuasion and Deception checks made during first contact with any group not having yet met visitors from another world.

CLASS ABILITIES

Eureka

Whenever you fail an Intelligence or Wisdom check during a mission, you gain one Eureka point. You may have a maximum number of Eureka points equal to your Intelligence or Wisdom modifier (whichever is higher). All unspent Eureka points are lost at the end of each mission.

Whenever you make an Intelligence or Wisdom check, you may spend one Eureka point to gain advantage.

Discovery Feat

Archeologist: As an action you can spend a Eureka point to automatically locate any secret chambers or otherwise hidden rooms within a structure no larger than 20m square per Proficiency bonus. This does not indicate how the secret area may be accessed; only that one must exist (or doesn't exist) within the area. In addition, you gain advantage on any Perception checks to find hidden elements of architecture such as secret levers, trap triggers, or hidden doors.

PROFICIENCES

- Armor: Light Armor
- Weapons: Common weapons, Sidearms
- Tools: Explosives, Research Kit, and Translator
- Saving Throws: Intelligence and Wisdom
- Skills: Culture, Investigation, Nature, and Science

ORIGIN/BACKGROUND

Scholar

Regardless of how your society stored knowledge, you dedicated yourself to some aspect of its collection, dissemination, or preservation.

Bonus Proficiency: Science

Preserve Knowledge: You gain advantage on Persuasion checks with other Scholars, learned people, or those who wish to preserve knowledge in some way.

Oceanic

Your homeworld's vast oceans gave rise to people who knew its tides, reefs, and currents. You grew up with the ocean as a constant companion to be thanked and feared in equal measure.

Attribute: Wisdom +1 (already added)

Gifted Swimmer: You gain a swim speed of 6m.

2ND LEVEL SCIENTIST

Change Hit Points to 23

CLASS ABILITIES

Apt Analogy

Starting at 2nd level, you can employ an easy to understand analogy to help others work through complex or esoteric problems. Once per short rest you may grant a friendly character a +TD bonus on an Intelligence or Wisdom skill check.

Great Mind

At 2nd level, you are difficult to deceive or confuse. You are immune to the Charmed condition, and you gain advantage on any Insight checks to discern lies.

3RD LEVEL SCIENTIST

Change Hit Points to 28

CLASS ABILITIES

Cross-Discipline Studies

At 3rd level, you add half your Proficiency bonus, rounded down, to any Intelligence, Wisdom, or Charisma skill check that doesn't already include your Proficiency bonus.

SCIENTIFIC DISCOVERY

Hyper-Focus

You may spend one Eureka point to add the tension die to an Intelligence or Wisdom check. You may declare this use of Eureka after learning the results of the roll.

Stargate History

Earth's Stargate (SG) Program began when a Stargate was unearthed in Egypt in 1928. The device was brought to the United States in 1939 to keep it out of Nazi hands and was installed deep beneath Cheyenne Mountain in Colorado.

When it was discovered that there were grave threats in the Universe, in the form of the Goa'uld System Lords, the United States established Stargate Command, under the command of General Hammond. Nine teams, known as Stargate teams (SG 1-9) were initially created to travel through the Gate to assess threats, open negotiations with other civilizations and procure technology to defend Earth.

As the SG teams went on missions, contact was made with several intelligent races as well as distant Earth descendants, which were under the control or influence of the Goa'uld. These team visits were many times a spark that lit the freedom fighting spirits of those worlds.

Phoenix Site

As more and more refugees from alien worlds began to rise up, a classified site, authorized by the President and headed up by General P.K. Loyer, was created. Its mission is to establish an off-world Stargate site called Phoenix Site, which brings together and trains the freedom fighting individuals from worlds oppressed by the Goa'uld System Lords.

Once trained, these highly functional SG teams are sent on missions with the defense of the Universe in mind.

"You recruits are members of the selection process to be placed on one of these teams."

Join the Fight!

PHOENIX

WYVERN GAMING

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